Drakon

Inspired by the Fantasy Flight board game: Drakon 3rd Edition

This adventure is dedicated to my lovely wife Tala and her friend Mims

For their unique way of making the game Drakon special

Prelude

You are part of a rag-tag group of tomb raiders, searching the world for treasure and gold. One day, you accidentally stumble across a hidden dragon cave. Above the entrance, a sign is curved with big letters into the stone: "LAIR OF DRAKON. TRESSPASSERS WILL BE INCINERATED!" and just below it in smaller letters "Dragon slayers not welcome!". Not being the kind of tomb raiders that would turn down a juicy looting opportunity, you decide to enter the cave and lay hands on the precious dragon's horde!

They say, "All is fair in love, war and tomb raiding"!
… or is it?

Quest Goals

Players

The players take the roles of the Tomb raiders, who have stumbled across the hidden Drakon's cave. Your mission, since you chose to accept it, is to infiltrate the dragon's cave and lay your hands on as much loot as possible before escaping. From the moment the players step into the dungeon, it is every tomb raider for himself/herself.

Although players are not allowed to attack each other directly (because this would violate "The Tomb Raiders Code of Honour"!?!?!?!), there are "ways" of making sure the loot ends up in the "appropriate" hands.

The "heroes" must:

- Collect as much treasure as they can in the form of either:
  - Piles of Gold
  - Copper Chests
  - Silver Chests
  - Gold Chests
- Escape the dungeon before time runs out and the tomb is sealed forever.
- Avoid the Dragon's fire breathing wrath!

Overlord

The Overlord plays Drakon, who must protect his horde and make sure that any "prospective collectors" of his artefacts are made "permanent" residents of his dungeon.

Initial Setup

Player limitations

5 players (inc the Overlord) is **highly recommended** for this adventure, with 3 players being the absolute minimum. The adventure could last from 3-5hours.

Game requirements

This game requires the following:

1. One box of Descent: Journeys in the Dark
2. One box of Well of Darkness expansion
3. One box of Altar of Despair expansion

Treachery

The Overlord has the following treachery in this adventure:

Placement

Use the skeleton map supplied under section: Quest Maps: Skeleton Map (Useful for placing the map tiles) on page 12 to build the layout of the map.

The whole map is visible from the beginning, apart from the rooms separated with doors.

Next, use the normal map as shown on the section: Quest Maps: Normal Map on page 10, to place all the remaining tokens and monsters.

Players starting positions

The players start at the southern most part of the map, marked as "Start Here".

Starting assets

Players start with 3-X Conquest Tokens **each** (where X is the Conquest Value of the character) and 300 gold. Heroes may purchase any starting items from the Market Item Stack as normal.

> **Conquest Tokens in this adventure are awarded on an individual basis, as opposed to the standard rules of Conquest Token pool (Please see special instructions).**

The Overlord starts the game with **3 Overlord cards and 0 Threat Tokens**.

Special instructions

Treasure Tokens

The purpose of the tomb raiders here is to get hold of as much treasure as possible and get out of the dungeon alive! In order to achieve that, the tomb raiders must find and collect treasure tokens from the dungeon, avoiding any traps or monsters that may lurk in it.

Upon moving on top of a treasure token (chest or Gold Pile Token), a player may choose from different options depending on the token's type.

Treasure Chests

If the treasure token is a chest, a player may choose to open it, according to the standard Descent rules. The Overlord may play chest traps as normal, if the character opens the chest.

> **Warning: Only the player opening the chest will receive any treasure, and not all players!**

> **Note: Some treasure cards advise the player to get X gold coins and draw another card. Should a player draws such a card, he/she is entitled to another treasure card of the appropriate value/colour plus a Gold Pile token. The player may only receive a Gold Pile Token if they are any available and not in use. If all Gold Pile Tokens are in use, the player does not receive the Pile of Gold token, just a new treasure card.**

If the player does not choose to open the chest, he/she may carry it with him/her. A player does not spend any movement points to pick up the chest. He/she simply collects the chest token and puts it in his/her inventory. The player may exchange a chest for Conquest Tokens as shown on section: **Stashing the Phat Lewt!**, p. 8. Carrying a chest imposes the following restrictions on the player:

- **The chest counts towards the 3-item limit of the backpack.**
- **Any chest carried in a backpack will reduce the speed of a hero by 1 to the min. of 1.**

> **A player may opt to open a chest he/she is carrying at any time. The player will have to spend 2 movement points and open the chest as per the normal Descent rules.**

> **The Overlord may not play traps for any chest that was picked up. Chest traps can only be played if and when a chest is opened by a player.**

Gold Pile tokens

Gold Pile Tokens work slightly differently to chest tokens. A player may carry **any number** of these in his/her backpack. A player does not collect money from picking up a Gold Pile Token counter. He/she simply places them in his/her inventory. These counters may be exchanged later by the player for Conquest Tokens (see **Stashing the Phat Lewt!** On p. 8)

Killing master monsters

A player dealing the killing blow to a master monster is immediately awarded:

- 1 Gold Pile Token (if there is one available and not placed already)

or

- A potion of his/her choice (from any of those available and not in play). The player may equip the potion immediately.

Player does not receive money for killing Master Monsters

Monster Limitations

The monsters shown on the map marked with a letter (A to L), are bound by their existing location and **may not move** outside the rooms that they were originally placed in. Any monster however may attack a hero that is outside their room. This rule does not apply to any monsters spawned by the Overlord cards. Needless to say, Drakon suffers no such limitations!

Spawning Monsters

Any player may spawn additional monsters on the board. The only monsters that can be spawned this way are marked with a letter (ranging from A to L) **and can only be spawned if they are not currently in play.**

> **TIP: If any of the pre-spawned monsters are killed, place them next to the room that they were originally encountered.**

In order for a player to spawn additional monsters, he/she must perform the following:

- Stand on **any** Encounter Tokens on the board
- Perform a **Prolonged Action of <Trait> (2) (solo, can be disrupted by any event) for a normal monster and** a **Prolonged Action of <Trait> (3) (solo, can be disrupted by any event) for a Master Monster,** where <Trait> is the **type** of the creature's attack. For example, in order to spawn a normal demon, the player would have to undertake a **Prolonged Action of Magic(2),** since the demon's attack is of type **Magic**.

If the above action succeeds the player places the respective monster anywhere on its allocated room (seek the Overlord's advice for the monsters' map locations).

Controlling Monsters

A player may also take control of a monster already on the board. The only monsters that can be controlled this way are marked with a letter (ranging from A to L)**.**
In order for a player to control monsters, he/she must perform the following:

- Stand on **any** Encounter Tokens on the board
- Designate the monster he/she is attempting to control
- Perform a **Prolonged Action of <Trait> (1) (solo, non-disruptable) for a normal monster and** a **Prolonged Action of <Trait> (2) (solo, can be disrupted by any event) for a Master Monster,** where <Trait> is the type of the creature's attack. For example in order to control a demon, the player would have to undertake a **Prolonged Action of Magic(1),** since the demon's attack is a **Magic**.

If the above action succeeds, the player takes control and activates the respective monster **once and immediately**, in the same way as the Overlord (see Descent manual for details). The player may have the monster move and attack any other hero but cannot use it to attack other monsters. Similarly, the player may not move the monster outside its allocated room.

Drakon

Respawning

If Drakon is killed by any of the players, he re-spawns at his original room. All wounds and effects are removed from him. If there is no legal place to spawn Drakon (due to players or other figures occupying the room, the are "nudged" aside at the Overlord's discretion in order to make space available for the Drakon to spawn.)

☞ **The player who dealt the killing blow to Drakon is awarded 3 Conquest Tokens.**

Influencing Drakon (players)

Players that end their movement on any of the Encounter Tokens may also choose to influence Drakon himself! In order to do this a player has to perform the following:

- Stand on **any** Encounter Token
- Declare Drakon as the target for activation
- Perform a **Prolonged Action of <Trait> (4) (solo, can be disrupted by any event),** where <trait> can be any trait the player chooses.

If the above action succeeds, the player takes complete control of Drakon and he/she is activates him **once and immediately,** in the same way as the Overlord (see Descent manual for details). The player may have Drakon attack any other hero but cannot use him to attack other monsters.

The doors leading to Drakon chamber will have to be open for Drakon to move outside the room. (See Controlling Drakon stones (rune keys) below)

Controlling Drakon stones (rune keys)

The Rune Key tokens are both powerful artefacts and dangerous talismans. If a player moves on top of Rune Token, he may pick it up and keep it in front of him/her. The token does not count towards the player's item limit.

☞ **A player may only carry one rune at a time, but may drop it at any time at no movement cost.**

As soon as that happens, the door corresponding to the colour of the rune opens. From now on, Drakon is capable of moving freely in the dungeon. **Drakon will move and attack according to the following rules:**

- Drakon must finish his move as close as possible to the nearest player in possession of any rune keys.
- Drakon may attack any player's heroes on his way to the nearest player in possession of a Rune Key.
- Drakon can only attack other players if he cannot attack a player that holds a Rune key. In case Drakon is at an equal distance from two players in possession of Rune Keys, Drakon's movement is at the Overlord's discretion.
- If no player is carrying any rune keys, Drakon's move is entirely at the Overlord's discretion.

A player may pass a rune key to another player following the normal rules for giving objects to other players as described in the Descent manual. The receiving player cannot refuse to take the key. The player receiving the rune key must not be its previous owner.

A player in possession of a rune key may perform a **Prolonged Action of <Trait> (2) (solo, non-disruptable), where <Trait> can be any trait the player chooses, to control Drakon from anywhere on the board as described in Influencing Drakon (players) above.**

Player's Death penalties

If any player dies for any reason, the following occur:

- The player looses <u>all Money Pile Tokens and any treasure chests carried on their inventory</u>
- Player looses Conquest Tokens equal to his/her conquest value
- Player is transported in any space in the starting area (marked on the map as "Start Here")

A player loosing all his/her Conquest Tokens does not loose the game. A player may never have negative number of Conquest Tokens.

Spawning treasure

Players controlling heroes may also choose to spawn treasure tokens that are not in play; treasure that has been already exchanged for Conquest Tokens or was lost due to a hero's death qualifies for this. In order to do this the hero must do the following:

- Be on an altar and spend two movement points
- Request the type of treasure token that he/she wishes to be placed on the board

The requested treasure token is then placed on **<u>any location of The Overlord's</u> <u>choosing.</u>** The Overlord will also gain threat according to the type of the treasure token placed, as shown on the chart below:

Treasure Token type	Threat Tokens awarded to Overlord
Pile of Gold token	1 curse*
Copper Treasure Chest	2 curse*
Silver Treasure Chest	3 curse*
Gold Treasure Chest	4 curse*

Where 1 curse = Number of hero players in Threat Tokens, as per the standard Descent rules.

Stashing the Phat Lewt!

Luckily for the tomb raiders, the dungeon contains special altars which can be used to transport the treasure outside of the dungeon safely (most probably, this is how Drakon horded the loot in the first place)!

In order for a player to stash the loot this way, he/she must perform the following:

- Stand on the altar and spend 2 movement points
- Perform a **Prolonged Action of <Trait> (X)(solo, can be disrupted by any other event),** where <Trait> is any trait the player chooses and X corresponds to the type of treasure the player wishes to stash away as show on the chart below:

Treasure Type	Prolonged Action Difficulty	Conquest Tokens awarded
Gold Pile token	1	2
Copper Treasure Chest	1	3
Silver Treasure Chest	2	4
Gold Treasure Chest	2	5

☞ **If there are not enough Conquest Tokens to fulfil the above action the player obtains as many Conquest Tokens as he/she can from the available ones.**

If the above action depletes the Conquest Tokens available, End-Game is triggered (see End-Game section below)

End-Game

When the last Conquest Token is awarded to any player, the End-Game is triggered. The players' primary aim now is to reach the transport glyph and escape the dungeon. The following events come into effect:

- All monsters marked with a letter on the map respawn immediately on their respective rooms. If they are already on the board, they loose any wounds and effects they currently have.
- Place 5 fatigue counters next to the entrance glyph. Starting with the Overlord's next turn and at the beginning of each of the Overlord's subsequent turns, remove 1 fatigue counter. When the last counter is removed, the glyph closes forever and seals any remaining players in the dungeon.

Each player that manages to escape the dungeon in this manner is awarded a number of extra victory points. **Use Overlord's Threat Tokens to track the number of victory points awarded by this**. The rewards for escaping the dungeon are shown below:

Position the player escaped from the dungeon	Threat Tokens awarded
1st	4
2nd	3
3rd	2
4th	1

End-game scoring

The score for each player that managed to escape the dungeon is calculated as follows:

Scoring Condition	Reward
per Conquest Token	1 Victory Point
per Threat Token	1 Victory Point
per Pile of Gold token	1 Victory Point
per Copper Treasure Chest (on player's inventory)	2 Victory Points
per Silver Treasure Chest (on player's inventory)	3 Victory Points
per Gold Treasure Chest (on player's inventory)	4 Victory Points
Any Rune Key (in player's possession)	4 Victory Points

Players must escape the dungeon in order to contest victory in this adventure!

Winning conditions

Players

Players win individually if they manage to accumulate the highest amount of Victory Points and escape Drakon's dungeon before the entrance is sealed.

The player with the highest number of Victory Points that managed to escape the dungeon wins the game! Any tying players share the winners spot.

Overlord

The Overlord wins the game if he/she manages to kill the **majority** of the players in a single turn. If this happens, all players loose and none of them is declared a winner.

Quest Maps

Normal Map

Chests

Chest Type	Chest Contents
Copper 1	1 copper treasure, 1 curse
Copper 2	1 copper treasure, 1 curse
Copper 3	1 copper treasure, 1 curse
Silver 1	1 silver treasure, 2 curse
Silver 2	1 silver treasure, 2 curse
Silver 3	1 silver treasure, 2 curse
Gold 1	1 Gold treasure, 3 curse
Cold 2	1 Gold treasure, 3 curse

Skeleton Map (Useful for placing the map tiles)